

## Improvised Thrown Weapons

Weight	Functional Range	Dmg
1/2-1kg.	1 m.	1/2
1-2 1/2kg.	1 m.	1
2 1/2-4 1/2kg.	1/2 m.	2
4 1/2-9kg.	1/3 m.	3
9-45kg.	1/8 m.	4
45kg.+	1/8 m.	1 per 10 kg.

## Improvised Blinding Weapons

Can be thrown within a range of 1.5m.

### Psychic Modifiers

#### Manipulation Rolls

Manipulating target remotely:	-3/m.
Everyone in range effected:	+10

#### Sensory Rolls

Touching the source:	-0
Sensing remotely:	-3/m.
Being in a crowd:	-1/4 people

## Manhattan

The city is approximately 2.8 kilometers wide and 19 kilometers long, 49 square kilometers altogether. In the 2040s, due to rising ocean levels, about 13 square kilometers around the city were partially submerged (now known in city slang as "the sunken city").

### Manhattan Area and Population

Date	Above Water Area	Population	Density
1920's	62 km <sup>2</sup>	2,300,000	37,000/km <sup>2</sup>
1990's	62 km <sup>2</sup>	1,500,000	24,000/km <sup>2</sup>
2080	49 km <sup>2</sup>	210,000	4,300/km <sup>2</sup>

### Combat: Area Attack

**Roll-** INL + Number of shots fired + 1d20 vs. 25 +3 per meter of the "spray area"

### Using Attributes

**Strength Feats-** The difficulty to lift an object is kg. divided by 4.

**Leaping-** The difficulty for making a leap is the distance, in meters times 7.

**Dropped Objects-** Do blunt damage equal to the weight, divided by 4 kg., times number of stories.

**Encumbrance-** A PC's "Base Encumbrance" is equal to his or her STH times 2.25 kg. For every 4.5 kg. over Base Encumbrance, the PC is at an additional -1 AGY, -1 SPD and loses 1 additional Pooled END per hour.

## Explosives

**Death Borg (Combustion)-** Anyone within 1/2 m. when the capsules burst takes 3 burn damage.

**Death Borg (Explosive-Large)-** 20 burn and 10 bladed (pierces armor as 20) damage with an incremental range of 1/2 m. (for every 1/2 m. away the victim is, halve the damage).

**Death Borg (Explosive-Small)-** 10 burn and 5 bladed (pierces armor as 10) damage with a range increment of 1 m.

**Grenade (EMP)-** Momentarily disrupts electronics within 30 m., permanently damages unshielded electronics within 3 m.

**Grenade (Fragmentation)-** Does 1d20 bladed damage (pierces armor as double), range increment 1 m.

**Grenade (Percussion)-** Does 10 blunt damage, range increment 1/2 m.

**Land Mine-** Does 5 bladed, 6 burn damage (range increment 1/2 m.).

**Letter Bomb-** Does 4 bladed, 3 burn damage (range increment 1/2 m.).

**Matchhead Bomb-** Does 6 burn damage (range increment 1/2 m.).

**Nuclear Bomb (Briefcase)-** Does 2<sup>150</sup> burn damage and 2<sup>500</sup> radiation damage, range increment 3 m. (severe radiation illness within 1.6 km).

**Pipe Bomb-** Does 1d10 bladed damage (pierces armor as double), 4 burn damage, range increment 1 m.

**Shaped Charge-** Does 10 burn and 10 blunt damage, range increment 1/2 m.

## Projectile and Thrown Weapons

**Anti-Tank Weapon-** FR 1 m. MR 60 m.

**Automatic Pistol-** FR 2 m. MR 230 m.

**Ceramic Gun-** FR 1/2 m. MR 15 m.

**Drill Gun-** FR 2 m. MR 300 m.

**Freedom Army Pistol-** FR 2 m. MR 150 m.

**Grenade Launcher-** FR 1 m. MR 60 m.

**Intelligent Gun-** FR 60 m. MR 2300 m.

**Sawed-Off-** FR 1 1/2 m. MR 15 m.

**Single-Shot Gun-** FR 1 m. MR 15 m.

**Sniper Rifle-** FR 15 m. (using scope) 3 m. (not using scope). MR 600 m.

**Taser (Gun)-** FR 1 m. MR 6 m.

**Blowpipe-** FR 1/2 m. MR 10 m.

**Bow (Archery)-** FR 2 m. MR 30 m.

**Bow (Compound)-** FR 2 m. MR 75 m.

**Crossbow-** FR 2 m. MR 100 m.

**Dagger (Throwing)-** FR 1/2 m. MR 6 m.

**Harpoon-** FR 2 m. MR 23 m..

**Kitchen Knife Spear-** FR 1/2 m. MR 12 m.

**Throwing Glass-** FR 1/2 m. MR 15 m.

**Tomahawk-** FR 1 m. MR 6 m.

## Rope

**Climbing Rope-** Can hold 225 kg. Weighs 1 kg./7 m. Costs \$3/m.

**Dock Rope-** Can hold up to 100 kg. Weighs 1 kg./3 m. Costs \$1/1 1/2 m.

**Nanocord-** Can hold 350 kg. Weighs 1 kg./350 m. Costs \$150/m.